

# EXHIBIT A

# **JACKPOT INVENTION**

I would like to patent an invention for generating and displaying jackpots on a table game or a slot machine. The invention is named "Random Incrementing Jackpots" (RIJ).

All jackpots in the gaming industry are currently produced in one of three ways; progressive jackpots, fixed jackpots, or random jackpots.

This invention combines all three, in that a player wins a random jackpot, which happens to be a progressive amount, which falls between two fixed jackpot limits.

Within this document, "incrementing" is used rather than progressive. Progressive refers more to the industry definition rather than the dictionary term, in that a meter is deemed progressing if a percentage of coins being playing in a slot machine or table game is added to the meter. The word "incrementing" is probably a better term in that it means the meter or jackpot amount is increasing at a rate based on a variety of methods.

## **Game Play**

Players at a regular table game or slot machine hit a predetermined reel or card combination. The player or the dealer then activates a device (i.e. spinning wheel) to generate a random secondary jackpot. One or all of the possible secondary jackpots could be an incrementing jackpot amount(s) (the other amounts maybe fixed amounts). The amount of the jackpot is set between two fixed jackpot limits.

## **Calculation of Incrementing Jackpot**

The method used within this invention, is not based on a percentage of coins or wagers being made, rather it is based on calculating a fixed jackpot amount and then creating a range around that number. The limits of that range are set so that the minimum and maximum amounts satisfy the decided upon payback percentage and that the average of the values within the range are equal to the fixed jackpot amount. Other mathematical calculations could be used to arrive at jackpot limits and still satisfy the casino's requirement of earning money.

**Note:** The amount of the incrementing jackpot(s) could be the standard progressive systems that are currently being used on table games and slot machines in casinos. Those progressive systems

can still be patented within this invention since no current slot machine or table game uses a random jackpot, with one of the prizes being the progressive jackpot.

### **Setting Jackpot Limits**

After setting the maximum and minimum jackpot amounts, the next decision is to decide how fast the jackpot will increment to reach the maximum jackpot. This speed of incrementing the meter is a marketing decision, in which an optimum speed rate is tested to determine which rate players find more exciting.

When the meter reaches the maximum amount, the meter will then either be reset or remain at the maximum amount until the jackpot is won.

### **Table Game Preferred Embodiment**

A variety of fixed limits for the incrementing meter, the payback percentages, and incrementing rate of the meter could be used and will vary based on the decision of the manufacturer and requests by participating casinos.

A player at a regular blackjack table game will have a jackpot meter and mechanical wheel located near or on the table. The jackpot meter increments a certain amount of money every few seconds or minutes. If the player makes a side wager and receives a predetermined card combination, the player or the dealer activates a mechanical wheel to spin. One of the prizes on the wheel is the incrementing jackpot. If the wheel randomly comes to rest on the incrementing jackpot award, the incrementing meter will stop and that amount would be won by the player. For example, the casino has set the incrementing meter so that it starts at \$1,000 and increments to \$10,000 every day. When it reaches \$10,000 it then resets to \$1,000 and starts incrementing again. The payback percentage to the player on just the random jackpots varies from 80% to 84%. The incrementing meter represents 1% to 3% of the total payback percentage, which varies based on the jackpot amount when it is won by the player.

### **Slot Machine Preferred Embodiment**

A variety of fixed limits for the incrementing meter, the payback percentages, and incrementing rate of the meter could be used and will vary based on the decision of the manufacturer and requests by participating casinos.

A player at a video or spinning reel slot machine will have a jackpot meter located in a nearby sign. The jackpot meter increments a certain amount of money every few seconds or minutes. If the player receives a predetermined symbol combination, the player qualifies for a secondary bonus game. In the bonus game, the player has the opportunity to win one or several random jackpots. One of the jackpots is the incrementing meter, once that award is selected the meter stops and the player wins that jackpot amount. For example, the casino has set the incrementing meter so that it starts at \$1,000 and increments to \$10,000 every day. When it reaches \$10,000 it then resets to \$1,000 and starts incrementing again. The payback percentage to the player on all the random jackpots varies from 13% to 15%. The incrementing meter represents 1% to 3% of the total payback percentage, which varies based of the jackpot amount when it is won by the player.

### **System Configurations**

The tables or slot machines could either be stand-alone or linked. The linked system means that a series of tables or slot machines are connected to one incrementing meter. When one player wins at one of the linked games, the incrementing meter stops and the player is awarded that amount.

### **Random Jackpot Display Variations**

Numerous methods can be used to display random jackpots, the following describes a few possible scenarios:

- A wheel could be used with a prize stated on each slice of the wheel.
- Prizes could be listed on a display case and lights could light up each jackpot one at a time and then stop and light up one amount which is the jackpot.
- The player could also pick one box from a variety of boxes, behind each box is a different jackpot.
- A player could choose or the system could choose for the player an animated character from a variety of animated characters (i.e. race horse), that character is then entered into some type of an event. Depending on the outcome of the event, the player is awarded a random jackpot.

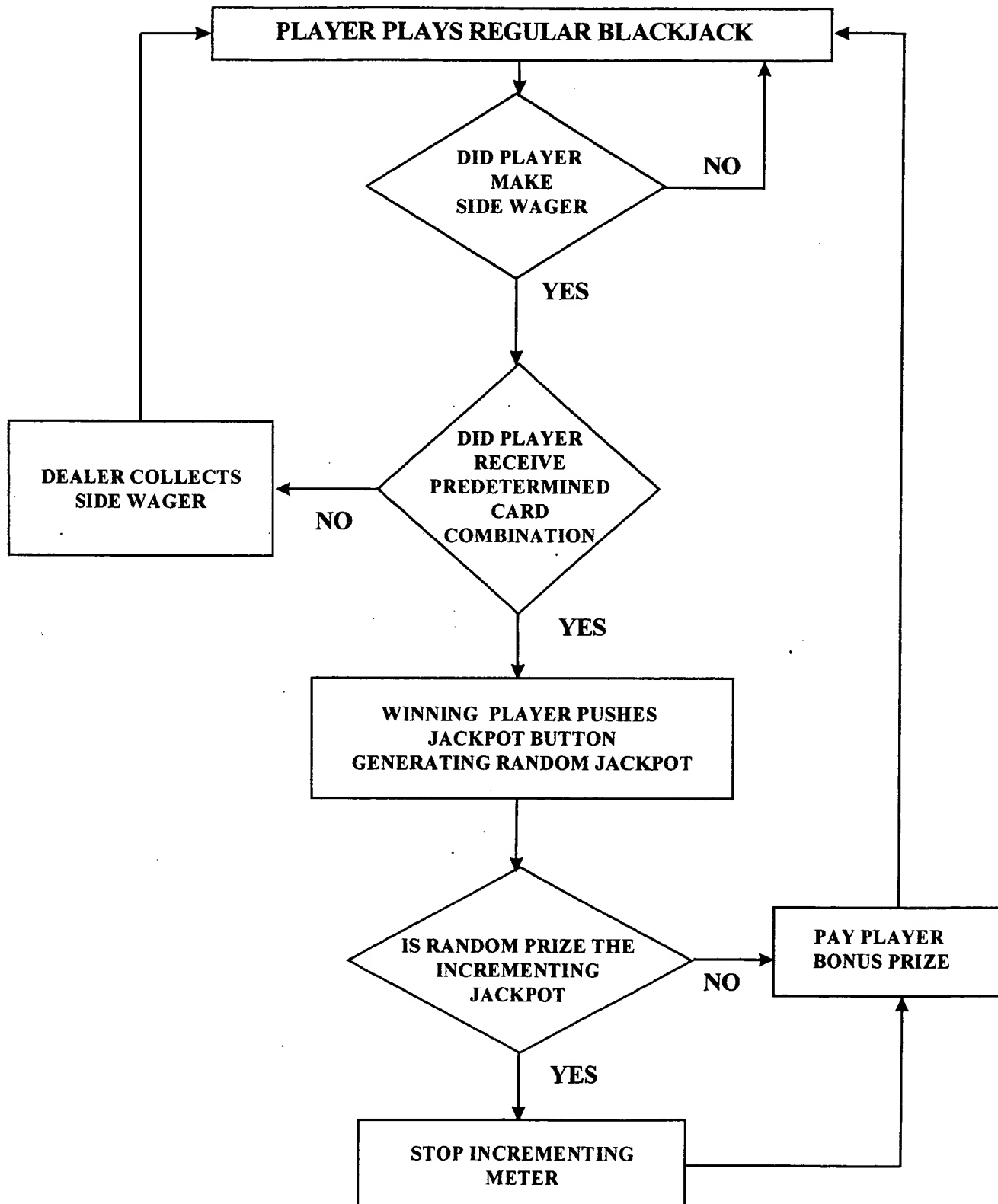
## **Summary**

- The invention in simplest terms is the method and apparatus of players winning random bonus jackpots, with at least one of the random jackpots is an incrementing meter amount.
- The incrementing meter amount is performed either through a traditional progressive system or by just setting a range in which the meter will scroll within, with limits being set based on predetermined payback percentage.

**Definition:** Payback percentage - A typical slot machine or table game usually pays back through winning combinations on average about 80% to 98% of all money wagered by all players. The remaining percentage is the amount of money won by the casino. The percentage, won by players, can be divided up between the base game and the secondary bonus game. The base game could payback 75% to the player, with the bonus game paying back 15%, which would equal a total payback of all winnings of 90%. Now, if you take the payback percentage of just the bonus game, that percentage can also be divided up between the numerous jackpots offered, such as amount dedicated towards the incrementing meter, or towards the fixed jackpot amounts.

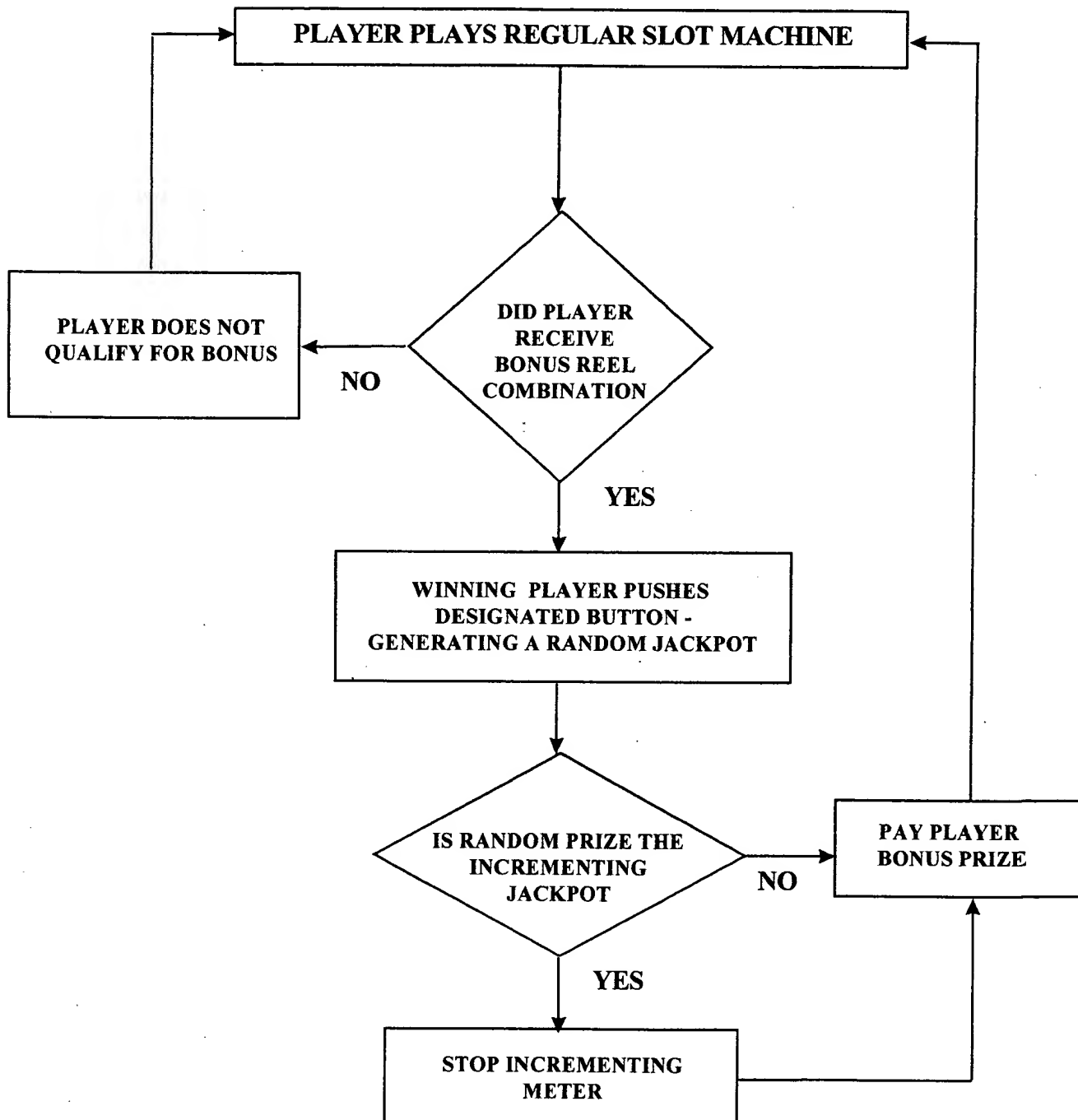
# Random Incrementing Jackpots

## Blackjack Game Play Flow Chart



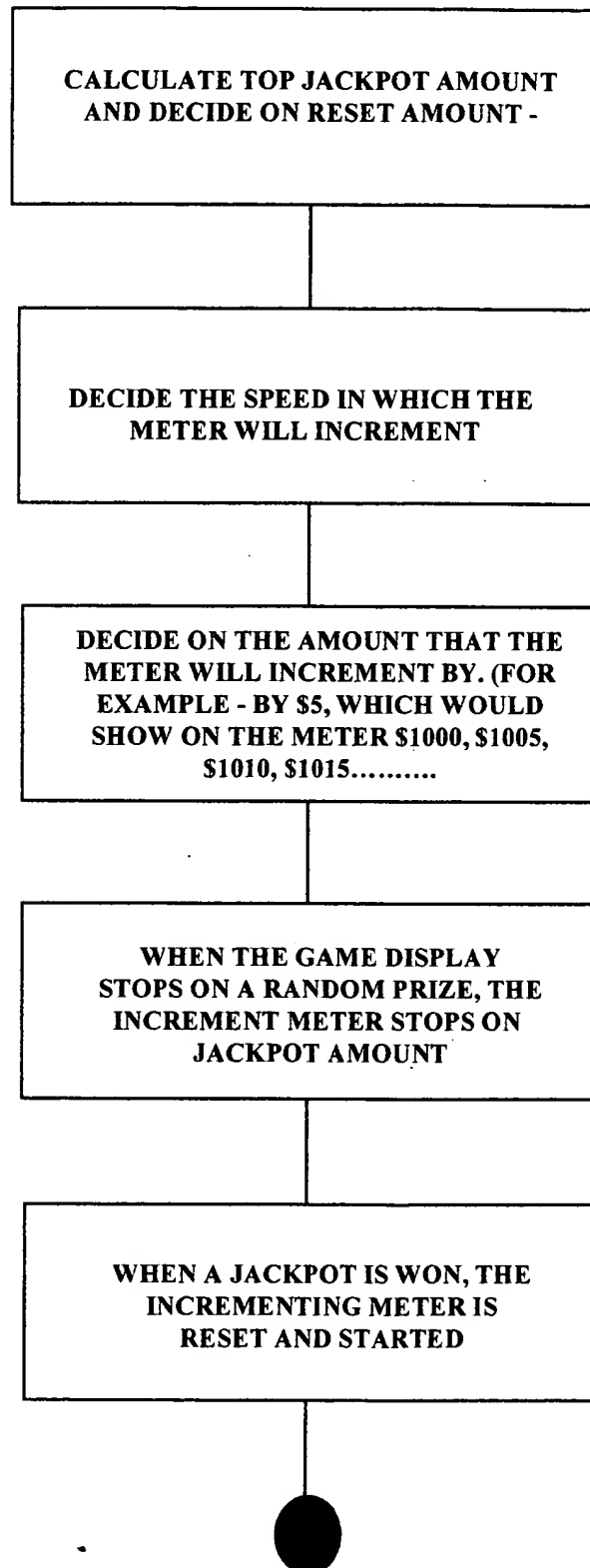
# Random Incrementing Jackpots

## Slot Machine Game Play Flow Chart



# Random Incrementing Jackpots

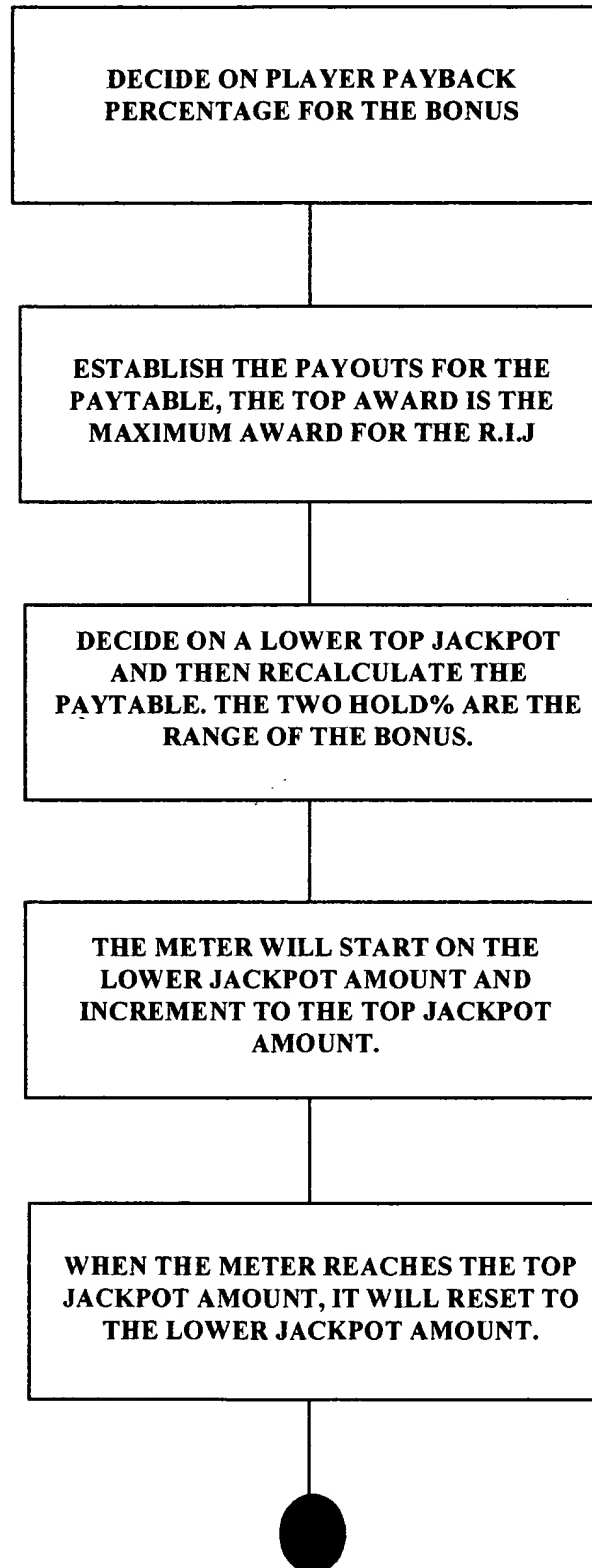
## Setting Meter Specifications





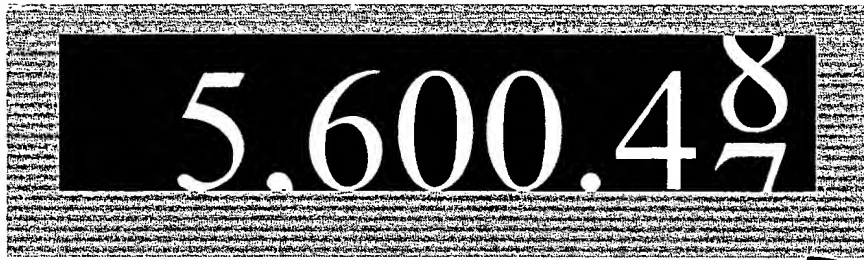
# Random Incrementing Jackpots

## Determining Jackpot Range



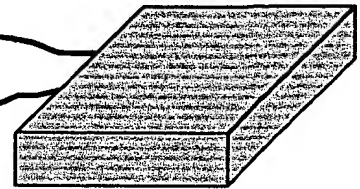
# TABLE GAME VERSION OF RANDOM INCREMENTING JACKPOTS

[METER LOCATED IN CASINO PIT AREA]

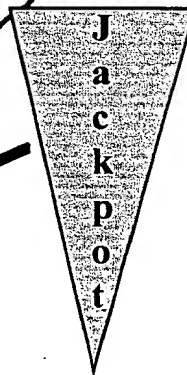


**JACKPOT METER**

**MICRO-  
CONTROLLER**

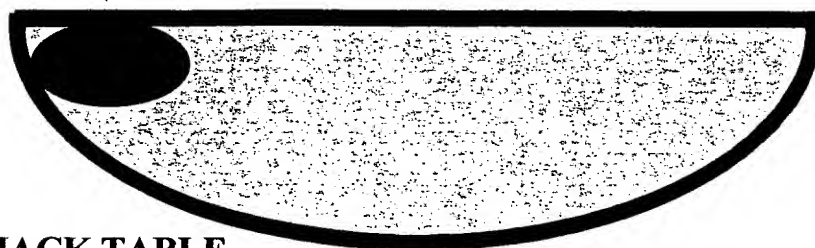


**RANDOM  
PRIZE  
DISPLAY**



The example of the invention is shown on this page. When the player receives a predetermined card combination, the player pushes a jackpot button to activate a spinning wheel. If the wheel stops on "Jackpot", the Jackpt meter stops and the player wins the amount on the meter.

**LOCATED ON TABLE**



**BLACKJACK TABLE**

# SLOT MACHINE VERSION OF RANDOM INCREMENTING JACKPOTS

